

RT-MaterialOverride (test version. 2009-01-24)

What is it?

RT-MaterialOverride is a Cinema4D script that creates new or a copy of selected material and applies to all object in you scene, that has a texture tag.

How does it work?

First time you run the script is analyses the project:

- *checks if there are any objects in you scene;*
- *do any of your objects have Textures applied;*

If two of these criteria are falls, then script will not work. If these criteria is successful, the script executes as follows:

- *Do you have any material selected in MM?*
 - **YES.** Then the copy of selected material is created and renamed to "RT: Material Override";
 - **NO.** Then new one with "RT: Material Override" name is created;
- *Apply "RT: Material Override" material to all objects in OM that has textures.*

The second time you run the script it checks if any your objects already have "RT: Material Override" texture applied to them:

- If there are no "RT: Material Override" textures applied the script will work as it's executed first time;
- If script finds at least one object with "RT: Material Override" texture applied, you get a dialogue that says *"There are objects that use 'RT: Material Override' texture. Do you want to remove this texture? **OK/CANCEL**"*
 - **OK.** This will remove "RT: Material Override" from all objects that have this texture and will remove it from MM;
 - **CANCEL.** This action will cancel this action.

As you see, there's no need for back-upping your project if you want to use this script, as it works both ways – applying and removing "RT: Material Override"

Why do you need it?

Sometimes you run into situation when you need to render your scene with one color or one particular texture assigned to your objects. And this might get tidies when you have bunch of objects with different textures. You need to go through all your hierarchy and remove all textures and then later apply that particular one. Even more you need to back-up your project so you don't loose your original texturing and so on.

Well, that's the place where this script comes handy. Run the script and it will automatically assign new or a copy of selected material to your objects. And there's no need to back-up project – just run script once again and you are back to original version